



SLAKE

Era: Mythic or Modern

Race: Supernatural being

APL: 1

Aspects: Fire 5(1), Water 4(2), Air 5(1), Earth 3

Initiative: 9

Health: 3m; <5 / 5+ / 9+ / 13+ / 17+ / 21+ / 25+ / 29+

Size/Reach: 0 / 2 feet

Armor: 3 (shell armor)

Karma: 9

Stride: 20ft., swim 30 ft.

Weapons: Coral spear, 7/M

Edges: Aggressive (Melee), Deft 3, Rapid (Swim) 2, Seductive 4

Powers: Aquatic 3, Skin of Stone 1

Skills: Athletics 6, Interaction 3, Melee 4, Quickness 5, Stamina 5

DESCRIPTION

An all-female warrior race of the oceans, slakes are fierce combatants with an amazonian contempt for weaklings. They prefer tropical coasts, islands atolls and reefs, but can be found in small enclaves across the oceans and lakes of the mythic world. Slakes appear as statuesque, muscular women between six and seven feet tall, athletic and battle-honed. Their eyes are black or sea-green, their skins a rich brown, and their hair smells of salt and is woven with strands of seaweed. They dress in clothing and armor made from seashells and the sails of wrecked ships, decorating their predatory beauty with jewelry and weapons made from living coral.

Slakes live in small warbands under the surface, close-knit communities of warriors led by the most experienced amongst them who maintains her position as long as she leads her followers to victories against other underwater monsters, dangerous beasts such as sharks and giant squids, and humans. Unable to reproduce on their own, slakes raid ships and villages that come within their territories and kidnap men for this purpose.

Slakes prefer healthy and strong or graceful males as mates. While many humans would be willing victims if they knew they were meant to be breeding slaves for these beautiful creatures, the slakes do not offer their targets a choice. Rather, they net and grab the most attractive specimens and pull them under in the midst of battle. To ensure that they do not

drown, a slake attempts to kiss its prey within a few moments of kidnapping him; the kiss carries with it a parasite that attaches itself to the inside of the victim's throat, allowing him to extract oxygen from water and therefore to breathe while submerged. A potential host that wishes to resist the parasite's embedding in his throat may do so with a successful Water (Stamina) 5 test, though he must then face the difficulties of drowning.

After a male has been kept captive beneath the waves for several weeks, he is usually released along the nearest mainland coastline, none the worse for wear . . . or so he thinks. In fact, if a male has been released, it means that one of his matings with the slakes was successful . . . and *he* is the carrier of the child. After three months, the male begins to experience a nearly overwhelming desire to return to the ocean. This draw can be resisted with an Earth (Will) 2 test, which increases by +2 each week. If the male fails the check at any point, he must drop what he is doing and make his way back to the sea as quickly as possible. Once he gets to the sea, he must attempt to wade out into the waves, at which point the legacy of his time with the slakes is realized: the immature slake bursts forth from the parasite/egg sack in the host's throat, killing the host. The slake sends out a mystical call to its parent tribe, which comes to retrieve it and escort it home.

If the male host is restrained, resists the call of the sea, or for whatever reason does not reach the ocean within three months after the call first starts, the young slake bursts from his throat regardless, killing both the host and itself unless it can reach saltwater.

An Air (Medicine) test 10 allows the egg to be surgically removed without harm to the host, if the operation is performed within the first three months of the host's implantation. If the spell is cast on the host after he has felt the call to sea, however, it may already be too late; the egg is removed, but a poison is released into the host's system, forcing him to make a Water (Stamina) test as if he had been damaged with a Venomous attack with a TH of 5 + 1 per week after the call began. The host must continue to test to resist the poison each turn for a number of turns equal to the number of weeks since the call to sea began.

Alternatively, a Wholeness spell may be cast on the host at any point, destroying the egg without chance of poisoning the host, though he does suffer 5 wound dice which must be healed naturally.

